

Reaper Presents:

CASSET WORKS

STOCK #00001

Cassett Works

10

Holiday
2002

WARLORD

CAV

PRO PAINTS

HOLIDAY
EXTRAVAGANZA

REAPER

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FUTURE RELEASES



WARLORD

14037 Templar Knight Lightbringer	By Bobby Jackson
14038 Ogre	By Ben Siens
14039 Dwarf Priest	By Werner Klocke
14040 Necromancer	By Werner Klocke
14041 Warlord Familiars	By Werner Klocke
14042 Dwarf King	By Werner Klocke
14043 Half Orc Assassin	By Werner Klocke
14044 River Troll	By Werner Klocke
14045 Vandalil, High Mage	By Werner Klocke
14046 D'Narg the Slayer, Elven Fighter/Mage	By Werner Klocke
14047 Dingo Appledimple, Halfling Adventurer	By Werner Klocke
14048 Fatima, Female Mummy	By Bob Ridolfi

DARK HEAVEN LEGENDS

02638 Adventuring Accessories	By Sandra Garrity
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02660 Jonas Kane, Undead Hunter	By Bob Ridolfi
02661 Dwarven Adventurer	By Werner Klocke
02662 Elven Hero	By Werner Klocke
02663 James St. Johnson, Knight of the Ivy Crown	By S. Garrity



JETSAM & FLOTSAM

"Happy HO-HO-Holidays!"



Season's greetings! Thanks for picking up our holiday issue of Casket Works, the catalog/magazine of choice for gamers, miniatures enthusiasts, and the guy who's the voice for Moviefone.

Speaking of Moviefone, let me tell you about a dream I had recently. Well, actually, it was about 15 years ago. Anyways, I had this dream, and in this dream I was wandering through a beautiful pastoral setting, with rolling hills covered with wildflowers, singing birds in the sky, and a big concrete sidewalk winding through it all.

As I strolled down this sidewalk (which was covered by a flimsy tin roof all the way down its length), I heard a ruckus directly above my head on the flimsy tin roof.

ASIDE – You're asking me now, "Could you describe the ruckus, sir?" No, I can't, but it was definitely a ruckus.

Back to the story. So I climb atop the sidewalk roof to see what all this noise above my noggin is, and it turns out that it's a large tabby cat. Maybe it was Morris, but he didn't talk. Funny thing is, though, that the cat was being ridden by a squirrel.

ASIDE – You're asking me now, "Was it a red squirrel or a grey squirrel?" I don't know, actually. We didn't talk about it. But he was wearing a large canvas bag over his shoulder, and it made him look like a rodent version of Johnny Appleseed.

Back to the story. Anyhow, this squirrel immediately starts talking, and very animatedly I might add. But it's all in the lilting, singsong tones of squirrel speak. Naturally, I understand the squirrel because a) it's a dream and b) the squirrel is my totem animal. In a nutshell (coincidental pun), the squirrel tried to sell me a subscription to Dragon Magazine.

ASIDE – Immediately, my high school mantra popped into my head: Never trust an entrepreneurial squirrel!

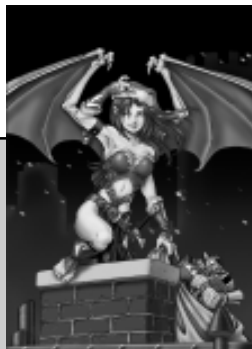
But, trust him I did, and gave him my money for the subscription. As if by magic, the squirrel instantly pulled from his shoulder bag all 12 issues of my subscription, which I promptly reviewed on the spot. A good thing I did, because it turned out that I already owned every stinking issue that he had just sold me! The squirrel was still counting my money, licking his little squirrel fingers, peeling every dollar bill from the stack of money, slapping them down on the tin roof.

I demanded a refund, of course. Surprisingly, the squirrel complied. I was happy. The squirrel was pissed. The cat licked himself. Then I woke up.

The moral of this story is this: Moviefone really sucks if you've got a rotary phone.

And with that, I hope that all of you have the happiest of holidays and we look forward to seeing you next year.

Ron



Reaper Miniatures is here for people who love gaming. Our catalog is aimed at people with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures and embarrass other companies with what we can do.

On the Cover:

As a special treat for all you rabid Sophie fans...
The Reaper Holiday Card by Tim "Talin" Collier.



Casket Works Issue 10

All That Glitters

Santa's Little Helpers: (Casket Works)

Ron Hawkins	Jack Skellington
Dave Pugh	Hermey
Ivy Steputis	Sally Ragdoll

Trimnings: (Employees)

Al Pare	Santa (Dept Store)
Brandon McDermott	Ham
Brian Rys	Fruit Cake from ???
Damon Dorsey	Advent Calendar
David Baker	Candied Yam
David Radford	String of Lights (Lit)
Ed Pugh	Little Drummer Boy
Gary Hoover	Roast Beast
Ira Strawn	Stringed Popcorn
Jay Ragan	Raspberry Jello Mold
Jeremy Allen	Eggnog (spiked)
Jeremy Sowieja	Two Front Teeth
Joseph Wolf	Turkey
Kay Strickland	The Grinch
Kevin Williams	Roasted Chestnuts
Kit Pierce	Light String (burned out)
Mary Schober	Yule Log
Matt Clark	Lime Jello Mold
Matt Ragan	Empty box for Dec 26
Matt Yamarino	Maid-a-Milking
Miriam Pugh	Star on top of the Tree
Nao Nagashima	Tinsel
Robert Allen	Menorah
Robert Stewart	Stocking (coal)
Tanya Barrow	Sugar Plum
Terri Shetler	Tree Skirt
Tracy Steadham	Silver Bell
Victoria Pugh	Mistletoe

Under the Tree: (Sculptors)

Ben Siens	Old Spice
Bob Olley	Yet Another Necktie
Bob Ridolfi	Ginsu Knife
Bobby Jackson	Zeppelin
Jason Wiebe	Pink Bunny Suit
Jim Johnson	Jelly of the Month
Julie Guthrie	Leg Lamp
Kevin Contos	Chia Pet
Mark Kay	Regifted Label Maker
Richard Kerr	Singing Bass
Sandra Garrity	Dianetics
Steve Saunders	The Clapper
Todd Harris	New Dog Collar
Werner Klocke	Red Ryder BB Gun
Dennis Mize	Thighmaster

Visiting Relatives: (Artists)

John Bear Ross	Father in Law
James Burrell	Black Sheep
James Holloway	Snot-nosed Kid
Mark Kidwell	Narcoleptic Uncle
Ron Dubray	Kissing Aunt
Tim "Talin" Collier	Weird Cousin
Wayne Reynolds	Addled Grand-dad

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REAPER

PROOF OF PURCHASE

Now that you clipped all those Proof of Purchase tags from your blister cards, you've been wondering "What good are they?" They're taking up space in your drawer and you probably have enough to wallpaper your room. Can you bribe a Reaper employee to get you some stuff? **Not really.** Can you trade them to your big sister for a date with her best friend? **You could, but then you would be missing out on some cool Reaper Swag!**



Sticker



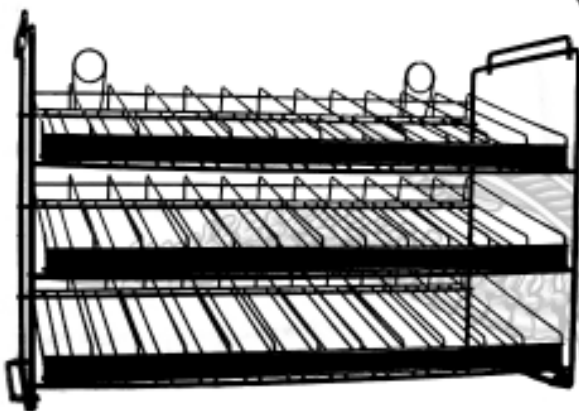
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DREAMING OF A WHITE (DRAGON) CHRISTMAS?

Deathsleet is Coming for the Holidays!

Our newest dragon model Deathsleet should be hitting the store shelves soon!

Sculpted by Sandra Garrity, Deathsleet stands nearly six inches tall, easily towering over your other miniatures. Want to know more about Deathsleet? Find her story in this issue of Casket Works!

Summer Conventions a Success

In July and August of this past summer (2002), we attended the Origins and GenCon gaming conventions in Columbus and Milwaukee, respectively. As usual, it was a ton of fun and we're really looking forward to next year's shows. Highlights include getting free t-shirts from Microsoft, painting contests, playing tons of games, and meeting all of our loyal customers. Lowlights include an agonizingly painful wisdom tooth, tales of cranial meat pockets, Sandy and Kevin wandering in the Twilight Zone for four hours, and ~sniff~ leaving Milwaukee.

Shadow Corp: Forwarding Address

Avid Reaper readers may notice that you can't find our line of 15mm Shadow Corp minis in the catalog anymore. Well, that's because Perrin Miniatures has acquired the rights to Shadow Corp line and should begin production sometime soon. Trust us, Don Perrin at Perrin Miniatures will give all the Shadow Corp models a good home, complete with hot baths and three meals a day. Contact the fine folks at www.perrinminis.com for more details!

Reaper and Necromancer Team Up

Starting in early 2003, Reaper and Necromancer Games will join forces to provide gamers everything needed for some truly awesome adventures! Necromancer will be putting up some downloadable pdf files on their website; these pdf files will list all the Reaper miniatures you need to play their d20 adventures. And that's not all! This spring you'll start seeing some monsters that come straight from the new Necromancer monster book, the *Tome of Horrors*. If you're not familiar with the Necromancer product line, hie yourself over to necromancergames.com and see what you have been missing!



TM Necromancer Games

REAPER WEB NEWS BY WEBMASTER KIT

www.Reapermini.com has an online forum running! Our membership is nearing 400 users and shows no signs of slowing. Of special interest is a new forum exclusively for the organization and execution of role playing games. It's like interactive fiction —uber-cool.

CavHQ.com is also redesigned and online. CavMatt has been going nuts with the updates. He has truly embraced the idea of a digital repository for info. The online store has a new Accessories section, featuring items that are bound to expand your enjoyment of all of your Reaper miniatures. Go. Drool. Buy.

Now to get back to working my digits to the nub. Oh, and one more thing — two words: Balloon Animals.

Our Favorite Websites...

This time around, wax your board and surf on over to www.realultimatepower.net. Ya know, it's really hard to explain why, but you need to have a look. Trust us, you'll never look at a Frisbee the same again...

It's a Mad Mad Mad Mad World...

Bet you're wondering what all of the "CW #"s are next to all of the prices. Well, we here at Reaper want to make EVERYONE'S life a little easier... and that includes our overseas buddies!!! So, those customers who order from our European production partner, Minifig UK, will get, in their catalogs, an additional flyer with the converted values! WOO HOO!!! The rest of you people can just sit and wonder what they're worth in foreign currency... (insert evil laugh).

CAV Journal of Recognition Now Available

An indispensable rulebook for all you CAV heads out there, the Journal of Recognition is in stores now! The JOR comes in at 168 pages of CAV goodness, including all the stats and game mechanics you need to stay on the cutting edge of technology. Hey, how you gonna rule the galaxy without this book?

CREAK

This little casket in the corner belongs to Ivy, our new undead layout chick. We're all pretty much frightened and confused when it comes to her, but we don't think she bites... Whatever, she's news.

Top Five Reasons Why Painting Miniatures is Better than Playing Everquest

- #5 You never have to flee a room filled with monster miniatures screaming, "Train to Zone!!"
- #4 New miniatures never ask for gold.
- #3 You never have to worry about your miniatures hitting on you.
- #2 Miniature painting never referred to as "Mini-crack".
- #1 Unlike Everquest, you can touch your female miniature characters all you want!

WHITE DRAGON MENACE OF THE NORTH DEATHSLEET

Female Very Old White Dragon; CR 16; Huge Dragon (Cold); HD 27d12+162; hp 359; Init +4 (Improved Initiative); Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 34 (-2 size, +26 natural); Atk +35 melee (2d8+10, bite), +30 melee (2d6+5, 2 claws), +30 melee (1d8+5, 2 wings), +30 melee (2d6+15, 1 tail slap), +30 melee (2d8+15, 1 crush); Face/Reach 10 ft. by 20 ft./10 ft.; SA breath weapon (cone of cold 9d6), frightful presence, freezing fog, spell like abilities; SQ cold subtype, icewalking; SR 23; AL CE; SV +21, Ref +15, Will +17; Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14.

Skills and Feats: Appraise (Int) +11, Bluff (Cha) +8, Concentration (Con) +9, Diplomacy (Cha) +4, Knowledge Arcana (Int) +10, Intimidation (Cha) +8, Scry (Int) +7, Hide (Dex) +6*, Listen (Wis) +11, Spellcraft (Int) +11, Spot (Wis) +11, Search (Int) +11; Alertness, Flyby Attack, Gnarl (See below), Hover, Imbue Claw (See below), Improved Initiative, Snatch.

*Deathsleet's Hide score reflects her ability to use the arctic landscape to her advantage thus canceling the penalty accounting for her great size. GM's may wish to negate this in the event the landscape proves inappropriate or insufficient to conceal her from notice.

Special Attacks:

Breath Weapon (Su): Deathsleet has one breath weapon: a 50 ft. cone of cold that deals 9d6 damage (Reflex save DC 29 for half).

Frightful Presence (Su): All opponents with fewer than 27 HD within 270 ft are automatically affected. Those of 4 or fewer HD affected must make a successful Will save (DC 29) or become panicked. Those with 5 or more HD are shaken. Whether panicked or shaken the duration is 4d6 rounds. A successful save indicates the target is immune to this ability for one day. Deathsleet is immune to the frightful presence of other dragons.

Freezing Fog (Su): Deathsleet can use this ability three times per day. It is similar to solid fog spell but also causes a rime of slippery ice to form on any surface the fog touches creating the effect of a grease spell. The dragon is immune to the effect of the grease spell. Deathsleet is immune to the grease effect because of the icewalking ability.

Spell-Like Abilities (Su): 3/day-gust of wind, fog cloud. Caster level 7th; save DC 25 + spell level.

Arcane Spells Known (7/6/4/2): 0 - ray of frost (2), daze (2), flare, dancing lights, detect magic; 1 - alarm, expeditious retreat, identify, mage armor, magic missile, floating disk; 2 - protection from arrows, resist elements, web, whispering wind; 3 - haste, summon monster III. Caster level 7; save DC 25 + spell level.

All information in this box, save for proper names, is Open Game Content. Proper names are designated as Product Identity.

By Joseph C. Wolf

The freezing northlands of Adon hold many perils to adventurers, but few are as dangerous as the white dragon Deathsleet. This cunning wyrm indulges her rapacious proclivities by holding ships and their crews hostage, threatening violence unless her unconditional demands for tribute are met. Deathsleet usually begins her attacks by using her frigid breath to burden the ship with a thick layer of ice, causing the masts and rigging to collapse and bringing the ship to a halt. Once this is accomplished, Deathsleet withdraws to a secure position well out of spell and missile range, sometimes perched on an iceberg and issues her demands for loot. If she is met with resistance, she rips a hole in the ship's hull and gathers the loot from the ocean floor after the vessel has sunk.

Like all white dragons, Deathsleet is a coward at heart and relies upon her reputation and fearsome appearance to intimidate beings smaller and weaker than herself. When faced with a superior foe, she looses her breath weapon upon those above deck before wheeling about and retreating to her frozen island lair located in the North Miriamis.

Deathsleet's Lair

Deathsleet's island lair is surrounded by fog at all times, rendering it nearly invisible to passing sailors. The fog is generated from the warm currents of ocean and air mixing with the bone-chilling temperatures of a subterranean glacier at the heart of the island. Sailors avoid the region believing it to be haunted.

Deadly icebergs are hidden within this dense fog, threatening to gut any ship foolish or unlucky enough to get too close. If this weren't enough, jagged reefs circle the mile long island, making an approach by ship nearly impossible. Only small boats have a chance of reaching the shore, but the reefs and shores are littered with frozen wrecks and maritime debris.

Great cliffs of ice and granite rise up from the black sand beaches. At its highest point, the island rises to a height of just over 500 feet above the surf. Because of the amount of ice and the unavailability of handholds, climbing the cliffs to the icy summit is

nearly impossible. The rest of the island itself is barren and bleak, the ground frozen solid. Only lichen and a few varieties of seabird and crustacean can survive in such a brutal environment.

Caves pock the cliff faces. From these, steam and rivers of fresh water discharge dramatically. The cave interiors are of blue and white ice made smooth by melting.

Beyond a curving icy labyrinth Deathsleet whiles away the days dining on blubbery pilot whales and organizing her massive hoard. The frigid labyrinth in which she dwells was designed and carved by an indentured team of ice dwarves she found adrift when she was but 75 years young. Fearful of inviting the wyrm's wrath, the ice dwarves labored tirelessly for many years cutting and shaping the titanic blocks of ice into pillars, walls, and bridges.

A wonder to behold, the surfaces of the ice have been polished to a mirror bright finish. Navigating this frozen hell is much like finding one's way through a house of mirrors, with the walls beguiling and confusing unwelcome visitors to the lair.

Over the years, Deathsleet has had the opportunity to play host to a handful of adventurers, some having reputations as notorious dragon slayers. Regardless of their reputations, the frozen corpses of these hapless fools (along with the dwarven ice cutters) decorate the walls, floors and ceilings of Deathsleet's lair like perfectly preserved pieces of art locked forever in an icy prison.

The lair is a treacherous place for even the well-prepared and ever-wary adventurer. Ingeniously concealed pits lead to chutes and ramps that are trapped with blades and spikes of ice. The many chambers of the lair are inhabited by a multitude of cold-loving creatures including polar bears, a charmed ice-salamander, and a gaggle of malevolent ice mephits.

Deathsleet's Domain

At present Deathsleet combs the North Miriamis Sea, from the inhospitable salt marshes of the Dark Moors to the cliffs bordering the Varagonian coast. She is the region's super predator and she knows it. She cruises high over the landscape, gliding along the frigid north winds at incredible speeds and using her preternatural senses to locate potential prey.

Deathsleet the Monster

Deathsleet is 622 years in age, and her appetite has grown in proportion to her length. At nearly 30 yards from snout to tail, she dwarfs smaller ships and even the large tri-masted galleons of Breonne provide the

she-dragon with tribute in order to avoid her ire. Those unfortunate crews who are either unable or unwilling to pay Deathsleet's tithe will feel the full force of her wrath.

The Deeds of Deathsleet

Over the centuries, Deathsleet has plundered dozens of ships. She has learned the ships of Breonne are best left alone, for the crews are experienced with repelling attackers with both cannons and magic.

She is the half-sister to Dreghurda, half-dragon/half frost giantess sorceress of the mile-high glacier known as Icingstead in Heimdall. She and the sorceress share the same white dragon father. Dreghurda and her clan of frost giants were killed and their lair looted in the mid 5th century NA by Seneptus of Lisharn. Although Deathsleet feels nothing but contempt for her dead half-sister, she would like to recover the treasure taken from Icingstead. If this endeavor brings her into conflict with Seneptus, assuming he still lives, so much the better and vengeance would be hers.

Although the arch mage made off with Dreghurda's wealth, he overlooked the Icewyrms' Tear, a relic from Avalorr's prehistory (see below).

Late last summer a band of hearty seafaring adventurers known as the Company of the Jade Sash tracked Deathsleet back to her lair. The remains of their vessel was spotted the following spring washed up on the Kaladisian shoreline. The fate of the Jade Sash is unknown at this time but all are assumed to have perished fighting the dragon.

Deathsleet's Fate

So long as there are ships to plunder and she is not driven off Deathsleet will continue her attacks. In recent months her attacks have brought her southwards into Daggerpoint Gulf. The ship's captains have learned to hug the coastline, hoping not to draw the dragon's attention. As the dragon grows more avaricious and her attacks bolder, the Free City of Farkeep's Governor Trellis Verden may have no choice but to commission a fleet of ships to eliminate or at the very least drive off the troublesome predator.

Deathsleet's Magic

She's an avid spellcaster who desires magic above all else. She's terribly jealous of more accomplished spellcasters and will go to extreme measures to acquire

their spellbooks and trappings. For a time she may entertain such company only to lull her guest into letting his or her guard down. More than one mage has met his end in such a fashion.

Deathsleet's most prized possession is the *Icewyrm's Tear*, a relic from the time of the Dragonkings of yesteryear. The item, along with a tremendous number of powers, generates an intense radiation of cold around itself out to a range of several acres. This supernatural source of cold is responsible for the glacial qualities inside of the island. This artifact lies at the bottom of a lake in the heart of the island.

Deathsleet is something of an artist; she carves ice statues and sculptures to create painfully beautiful works of art from ice. Using sheets of ice as mirrors she pipes sunlight through her caves for dramatic effect.

New Draconic Feat

Imbue Claws

The dragon has mastered its breath attack allowing it to sheathe its claws in the associated energy form for added effect.

Prerequisite: Must possess a breath weapon that deals fire, electricity, cold, or acid damage to the target. Secondly, the dragon must be immune to this attack form.

Benefit: To use this feat the dragon in question must spend a full round action breathing on its claws and forelimbs. The precise form of this attack varies with the type of breath weapon being employed. In the case of a fire breath weapon the dragon's claws become sheathed in flame; for a cold breath weapon blades and spikes of ice cover the claws; for an acid breath weapon the claws drip and ooze caustically; and for an electricity breath weapon energy jumps and dances between the dragon's talons.

The following round, and for a number of rounds equal to the dragon's charisma bonus the dragon may attack with its elementally charged claws. On a successful strike normal claw damage is dealt to the target. In addition to the normal claw damage an equal amount of acid, fire, cold, etc. damage is dealt as well. There is no save vs. the normal claw attack but the elemental damage may be halved, or negated for those with Improved Evasion, on a successful Reflex save (DC 10 + ½ Dragon's HD plus the dragon's charisma modifier).

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New Magic Item

The Icewyrm's Tear

According to legend the world of Avalorr was once ruled by an ancient race of draconic beings known as the Dragonkings. The few surviving records of Avalorr's prehistory maintain the Dragonkings possessed powers and knowledge that rivaled that of the gods. The gods, most of whom were new to the world of Avalorr charged the Dragonkings to act as custodians of the new world and as guides to the newly created mortal races.

For a time they ruled benevolently, stewarding the younger races towards great achievements. Cities were built and empires were forged. From time to time the Dragonkings took mates giving rise to successive generations of dragonblooded, which to this day explains the presence of sorcerors in Avalorr. Couplings with other beings gave rise to other breeds of dragons; in time the chromatic, metallic and gemstone dragons were created. As the millennia wore on weaker strains came into existence giving rise to hydras and wyverns.

But the power proved to be the Dragonkings' downfall. As the eons wore on the more ambitious gave into their instincts to conquer and dominate lesser beings. Like vengeful children the Dragonkings made to oust the gods from the heavens and rule Avalorr in their place.

Avarice and pride proved to be their undoing. Anarion, god of law and justice took exception to this challenge to his authority, and with a single utterance smote these mighty beings and erased their existence from the Tome of Light. The mortal forms of these huge beasts fell to earth, in many cases altering the landscape forever. Only their hearts, which took the form of huge gemstones, survived the impact and the eons that followed. The *Icewyrm's Tear* is one such heart.

This relic takes the form of an immense blue-white diamond the size of a man's head. Motes of pure frigid light reflect off the flawless multi-faceted surface. An aura of extreme polar cold radiates from the stone at all times and thick clouds of fog are generated when exposed to heat and sunlight.

Deathsleet discovered this relic lying in the heart of a glacier in the frozen north. She has yet to realize its full potential, and many of its power are unknown to her. For the time being it is merely the priceless centerpiece for her hoard. For now the Tear functions as a crystal ball with detect thoughts. It is thought that the stone also grants the ability to control weather as the spell of the same name.

The stone is possessed of a malign personality and is treated as if it had Intelligence, Wisdom and Charisma scores of 20. The Tear protects itself by generating a field of intense cold around itself at all times. The damage is 2d6 per round to everything within 10 feet with no save. Out to 50 feet the damage is 2d6 (fortitude save DC 25 for half damage). Up to 100 feet the damage is merely 1d6 per round (again a fortitude save DC 25) for half damage. The interior of Deathsleet's lair is ideal for her and the Tear's needs; the granite and basalt walls insulate the chambers perfectly. Still, several subterranean rivers and streams exit the interior as do warm geothermal currents, which account for the bizarre shapes of the cavern walls and floors.

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DEATHSLEET

By Sandra Garrity



Product Number
10016
\$24.95/CW 30

New Draconic Feat Gnarl

A dragon with sufficient size and experience becomes adept at delivering a devastating follow up attack after both claw attacks hit a single target in melee.

Prerequisites: Str 19+, Large size or greater.

Benefit: Similar to a Troll's Rend special attack. In the event both of the dragon's claw attacks hit a single opponent in the same round the dragon digs in its claws automatically dealing additional damage. The damage is equal to a normal claw attack plus one die plus one and a half times it's normal Strength bonus.

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Reaper Movie Review

ReaperRon (our hero) used his fantasy industry connections to finegle an advanced screening copy of New Line Cinema's upcoming release **The Two Towers**... easily the most anticipated movie of the holiday season (at least around here!). Unfortunately, it must have been lost in the mail (*makes note to check the postman's house*), and as the CW deadline is upon us, we're forced to review the trailer instead...

Excerpts from the Reaper Limited advanced progress report screening...

Ron – Well, I wet my pants every time I see it. I'll have to wear a diaper for the actual movie in December, I guess...
A

CavMatt – Can't... wait... any... longer... Not enough Gimli... December isn't for Xmas, it's for LOTR! A-

Tim – I'm still not sure. But all of my Uruk-Hai minions are very psyched.

Jay – "Mmmmmmm... Aragorn. Mmmmm." <at this point we handed her a bucket and towel> A+

Brian Rys – Chocolate covered LOTR is good. Chocolate covered LOTR on a stick is better. A+

Ivy – Mmmmmmm. Legolas. Now *that's* out of the way... What a visual feast. I want to be Peter Jackson when I grow up, just alot less fuzzy... er, & still a girl! A-

SMALL WORKS



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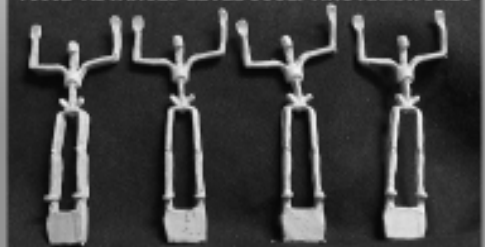
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Monique De Noir

By Robert E. Allen and Damon Dorsey

Possessed of ethereal beauty and charm, Monique De Noir is one of the most vocal advisors to Overlord Gabriel Darkblood of the Ritterlich Confederation. Her knowledge of the politics of Adon is unrivalled across the realm, as is as her hatred for the Empire of Malvernis. Further, as she sits at the right hand of Overlord Darkblood, she also sits among the newest rulers of the Ritterlich Confederation who stand in mystery above those they lord over.

The woman who would become Monique De Noir was born Monique Bornham, in Drachmar, the greatest fortress that sits upon the barren land of Kaladis. She was the third child of Baron Elgus Bornham, then the most powerful man in the nation of Kaladis—answerable only to the Grand Inquisitor of the Empire of

Malvernis himself—and the Baron's current concubine.

Baron Bornham, slightly disappointed at the birth of a girl instead of a third son, nevertheless accepted his daughter into the world, thinking of her vast future potential. During her infancy, the baron collected tutors from across Adon, and decreed that his daughter would be schooled by only the finest in the arts of diplomacy and statecraft; as well as the more Malvernian—treasured skills of guile, subterfuge, and trickery. Monique took to her lessons at a young age; and surpassed her tutor's expectations at every turn. Her intelligence was matched only by her beauty, and even before coming of age, she drew in the covetous stares of hundreds of men.

In addition, she never shied away from involving herself in the rough-and-tumble play of her older

DARK HEAVEN LEGENDS

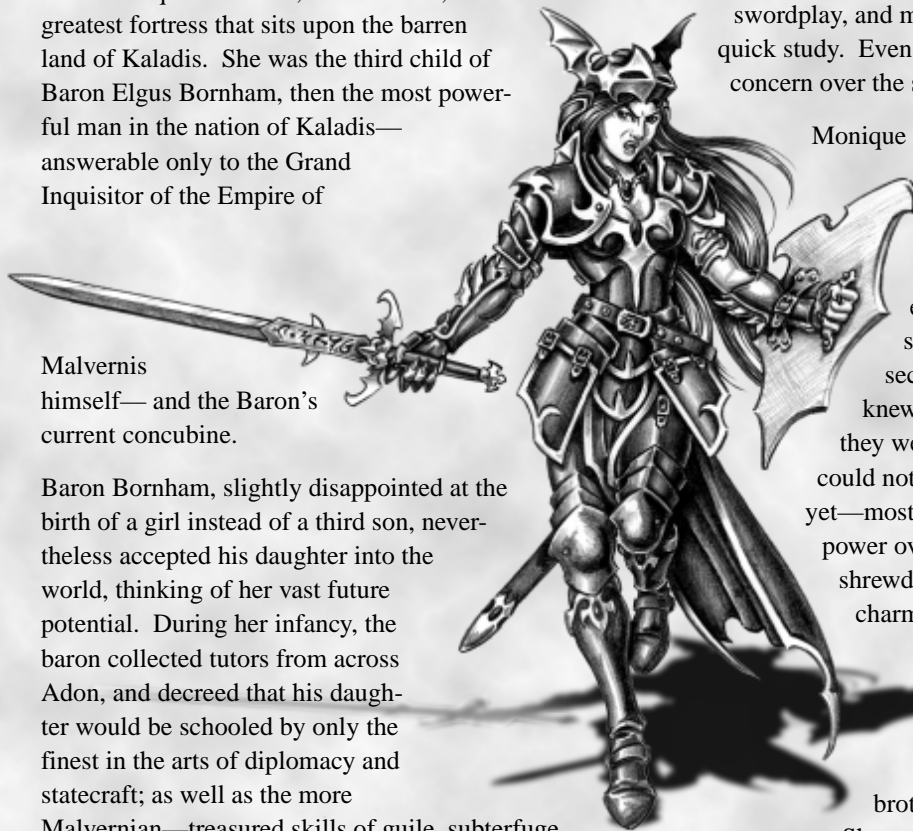
Legends of Adon

brothers. And as she came of age, she also joined them in their swordplay. Her father at first disapproved, but as he saw his beautiful daughter's innate talents with a blade, he relented. In many ways, she was becoming even more of a threat—skilled both in words and weapons; statecraft, and the sword. Finally, and most surprisingly of all, Monique began to show some innate skill with sorcery—which had never before been known to the Bornham line—and slowly learned how to harness her power. Her training now consisted of tutoring in politics, swordplay, and magic, and Monique continued to be a quick study. Even Monique's brothers privately held some concern over the seemingly endless talents of their sister.

Monique Bornham's first duty to Kaladis was as Ambassador to Farkeep. There, she learned to hone her skills at diplomacy, and actually apply the lessons that had been taught to her from her earliest remembered days. Moreover, she delighted in using her beauty to ply secrets from other ambassadors. Monique knew that she could manipulate any man; they were so drawn to her beauty that they could not deny any request she made. Worse yet—most of them never fully understood her power over them, as they underestimated her shrewd intellect because of her allure and charms. The Empire of Malvernis benefited deeply from her work as both an ambassador and spy.

But all of it took a dramatic downward turn in 802 NA, when her brother Regus recalled her to Drachmarr.

She returned to find Regus installed as the new Baron of Kaladis, with the full blessings of the Grand Inquisitor of Malvernis, and, the newly appointed High Inquisitor of Kaladis. Regus revealed to Monique that their father and eldest brother Margus had been killed in battle against the dwarves of the Redhorn Mountains. They both had wickedly been laid low



by a pair of poisoned crossbow bolts from afar, unable to even see their murderers. Regus himself had overseen their funeral, and both burned upon a funeral pyre before Monique could return to Drachmar.

Monique instantly questioned his story—she had never heard of dwarves resorting to the use of poison, nor did she understand Regus's haste in their funeral pyre—but she spoke none of her concerns. Her suspicions were equally raised by the installation of a High Inquisitor to Kaladis—her father never had to answer directly to another man in Kaladis, why so would Regus? As her doubts multiplied, she decided she must find out the truth.

Regus had none of Monique's training in guile, or her years of practice. In only weeks, she had either bribed or guiled the truth out of the staff in Drachmar. Regus and the new High Inquisitor has conspired against her father and eldest brother, and murdered them in their sleep. But even as she knew the truth, before she could act upon it, she was summoned before her brother.

Regus had learned of her questioning of his staff, and confronted her, with the High Inquisitor at his side.

As Monique moved to speak in her own defense, the High Inquisitor began casting a spell—but Monique proved faster. She deftly unsheathed her blade and in a single swipe, beheaded the High Inquisitor, before even the palace guards could react.

As the High Inquisitor's head hit the floor, she cast a spell of her own, and invisibly, fled Drachmar.

Over the next days and weeks, she was constantly hounded by pursuing troops. Hundreds of elite Black Legionnaires combed Kaladis for her, and she was nearly caught dozens of times—each time escaping the promise of death by only the barest of margins. She fled towards southern Ritterlich, expecting that agents of her brother would be waiting for her if she sought safety in Farkeep.

Monique made it as far as the outskirts of the Schwarzenwald Forest before her luck ran out. The infamous Darthan bounty hunter, Malfikar, had finally cornered her with his hunting pack of gargoyle beasts. Monique was exhausted, and prepared for the death that she had managed to elude for weeks. Malfikar and his gargoyles toyed with her, but the outcome was never truly in doubt. As Malfikar raised his axe for the final blow, he

was distracted by the scream of one of his gargoyles. He wheeled to see what had happened, and as he did, he was cut down by a massive figure that moved faster than Malfikar could comprehend. Monique herself saw only a blur, then a splash of blood as Malfikar's head fell from his shoulders, then only blackness.

When next she awoke, she was in an unfamiliar bed, in a vast manor she did not know. Her wounds were completely healed, her torn clothes mended, and overall, she felt more alive than she had for all of the weeks that she had been on the run. She would quickly learn how wrong that particular feeling truly was. Her savior visited her shortly after she awoke, and explained to her that when he had arrived to save her from Malfikar, he had been, in fact, too late.

Monique did not understand. He then introduced himself as Sauvinac De Noir, noble of Ritterlich, and vampire. Instantly realization smacked her. De Noir had not saved her. He had brought her back from death, but to unlife. As a vampire.

Over the next few months, Sauvinac brought Monique to terms with her new existence. They hunted together, laying low Monique's pursuers for blood. He taught her the innate powers and weaknesses of their kind,

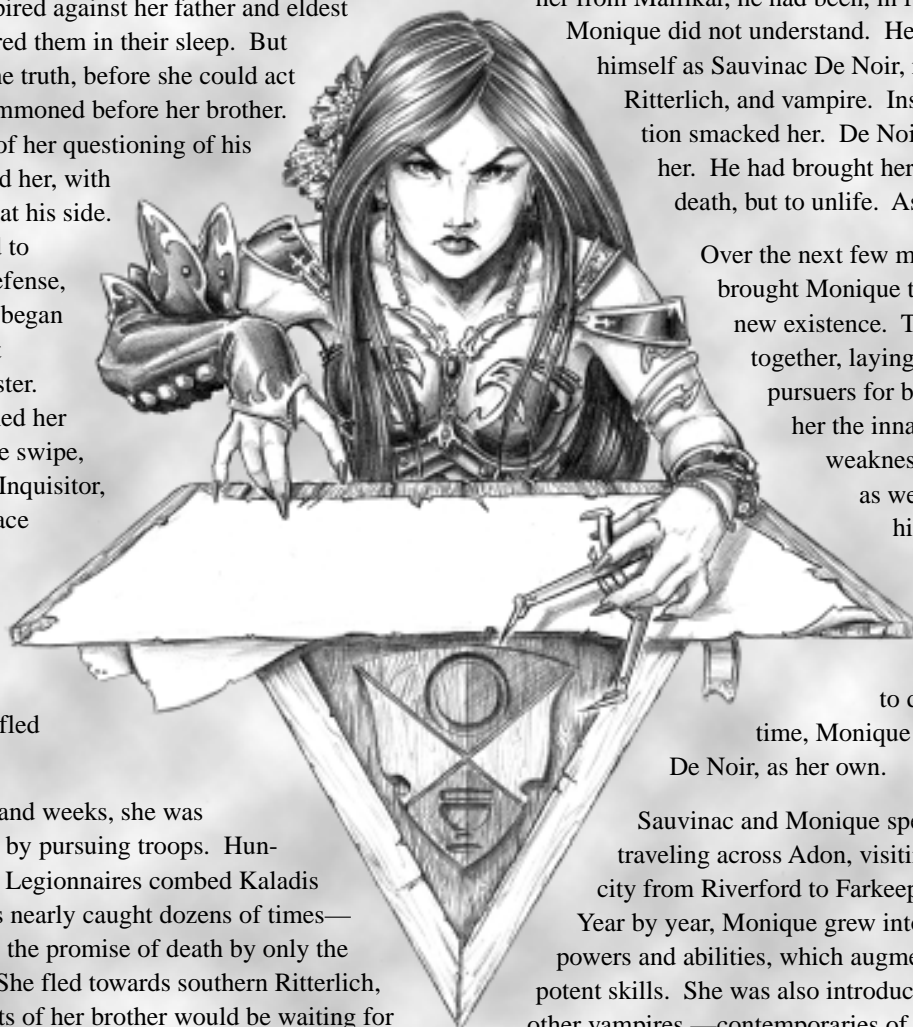
as well as what history he knew of their kind.

Their relationship was as father to daughter, and in time, Monique took his name, De Noir, as her own.

Sauvinac and Monique spent several years traveling across Adon, visiting every major city from Riverford to Farkeep to Mufazi.

Year by year, Monique grew into her new powers and abilities, which augmented her already potent skills. She was also introduced to dozens of other vampires—contemporaries of Sauvinac—and began to understand the society of the greater undead that existed across Adon. As the child of Sauvinac, a respected elder vampire, Monique was instantly welcomed by all of them—including such notables as Gabriel Darkblood, and Morrdha.

Years later they returned to Ritterlich, but tragedy struck Monique again. Sauvinac was discovered and

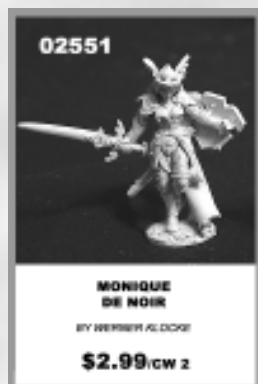


destroyed by an Inquisitor of Malverniss. While Monique was out hunting alone, the Inquisitor and his band defeated Sauvinac and put him to the torch. Monique returned to find Sauvinac's manor ablaze, and his ashes scattered to the winds. Although grief-stricken, she instantly knew what she must do. The Inquisitor and his followers all died horrific screaming deaths at Monique's hands, but it did not bring Sauvinac back. He was lost to her forever.

Monique De Noir then spent many years rooting out and destroying the agents of Malverniss across Adon. While she had dreamed that she might get to use her new powers upon her brother, Regus, she learned that he had already been deposed and brutally dealt with long ago. But in addition to the destruction of Sauvinac, the death of her father was as much at the hands of Malverniss as her brother, and she gleefully took her bloody revenge whenever she could.

In 984 NA, Gabriel Darkblood invited Monique to join him as one of his personal advisors, working with him as the soon to be Overlord of the Confederation of Ritterlich. Despite her reservations about Darkblood as a ruler, she accepted, primarily because she felt that the power of Ritterlich would benefit her designs against Malverniss. Monique has now involved herself both with the day-to-day function of the nation, but also in the schemes and intrigue games played by the vampires in Darkblood's court. While she had never previously been involved with their secrets and plots, she has taken to their unique politics quickly, and has carved out her own niche in the court.

While Monique respects the power of the vampires Darkblood has gathered around him, she has yet to meet any whose company she can tolerate. She does not trust any of them, and has had heated words with several who have underestimated her. She is particularly wary of Darkblood's closest lieutenants, Emile van Storme and Stefan van Kruger. She is also wary of a number of their vile servants, chiefly Venom and D' mona.



Female human Ftr13/Sor5; CR 20, Medium-size undead (vampire); HD 18d12; hp 149; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 28 (touch 19, flat-footed 25); Atk +24/+19/+14 melee (1d10+8/17-20/x2 one handed vorpal bastard sword of throwing), or +24/+19/+14 melee (1d10+10/17-20/x2, two handed vorpal bastard sword of throwing), and +23/+18/+13 melee (2d6/20/x2, lion's shield); or +23 ranged (1d10+8/17-20/x2, thrown vorpal bastard sword of throwing); Face/Reach 5 ft. by 5 ft./5 ft.; Special Attacks: Blood Drain, Domination, Dark Kiss, Children of the Night; Special Qualities: Undead, Bloodhunt, 15/+1 Damage Reduction, Dead Lucky, Turn Resistance, Resistance, Gaseous Form, Spell-like Abilities, Spider Climb, Alternate Form, Fast Healing, Vampire Vulnerabilities; AL LE; SV: Fort +15, Ref +17, Will +17; Str 20, Dex 18, Con 10, Int 17, Wis 16, Cha 22

Skills & Feats:

Balance (Dex) +5, Bluff* (Cha) +16, Climb (Str) +7, Concentration (Cha) +14, Diplomacy (Cha) +9, Escape Artist (Dex) +5, Gamemaster (Cha) +10, Gather Information (Cha) +10, Hide* (Dex) +13, Handle Animal (Cha) +8, Intimidate (Cha) +10, Intuit Direction (Wis) +7, Jump (Str) +6, Knowledge (arcana) (Int) +9, Knowledge (Religion) (Int) +9, Listen* (Wis) +11, Move Silently* (Dex) +13, Musicianship (Cha) +7, Ride (Dex) +8, Search* (Int) +11, Sense Motive* (Wis) +11, Spellcraft (Int) +8, Spot* (Wis) +11, Tumble (Dex) +7, Wilderness Lore (Wis) +6; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Great Cleave, Improved Critical (bastard sword), Improved Grapple, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Skill Focus (Diplomacy), Skill Focus (Sense Motive), Spring Attack, Sunder, Weapon Focus (bastard sword)

*Includes the racial bonus of +8 to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Number after the slash indicate the adjusted score with armor modifiers. Possessions: "Slake" +3 vorpal throwing bastard sword, +2 half-plate armor of light (25%) fortification, +2 bat's shield of wounding (as a lion's shield save the relief on the shield is actually that of a hideous giant vampire bat). In addition to any damage dealt by the 2d6 bite attack any wounds caused by this shield continue to bleed for 1 hp per round each until treated with a successful DC 15 Healing check.

Undead: Monique is undead and has all the abilities associated with that creature type.

Special Attacks:

Blood Drain (Su): Monique may drain blood from a living victim with her fangs by making a successful grapple check. Due to her Improved Grapple feat this attack does not provoke an attack of opportunity. If the grapple is successful the target sustains 1d4 points of permanent Con drain each round the pin is maintained.

Domination (Su): Monique may dominate targets by gaze or voice. Anyone targeted by this attack must make a Will save (DC 25) or fall under the vampire's influence as though a Dominate Person spell cast by a 12th level sorcerer. This ability's range is 30'.

Dark Kiss (Su): Living creatures hit by Monique's slam attack suffer 2 negative levels.

Children of the Night (Su): Monique can call 4d8 dire rats, 10d10 bats, or 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve her for 1 hour.

Bloodhunt (Su): Monique still prowls the night, seeking retribution against those who have wronged her and her kind. She is a tireless hunter and those who escape Monique's grasp are unlikely to remain free of her for long. Any victim she injured with her Blood Drain attack may be targeted by this ability. She merely needs to taste the blood and a few moments in order to unerringly lock onto her prey.

As a standard action Monique may make an Intuit Direction roll to locate her target as if she were using the *scry* spell. The DC of her roll is 10 plus the number of miles between her and her prey.

The target is allowed a Will save (DC 25) to resist the powerful psychic link. If the save is failed not only does the vampires discover her target's general location she also gains certain bonuses until the target dies, she selects another beneficiary of her less-than tender attentions or she dismisses this effect. Monique receives a +4 circumstance bonus to all Bluff, Listen, Sense Motive, Spot, and Wilderness Lore rolls when employing these skills against the target.

Special Qualities:

Damage Reduction (Su): Monique has damage reduction of 15/+1.

Dead Lucky (Su): Fate smiles upon Monique, allowing her to add her Charisma modifier to all her saving throws. This bonus is included in the stats above.

Spell-like Abilities: 3x per day: *blink*, *feather fall*.

Turn Resistance (Ex): Because of age and experience in dealing with intrusive ecclesiastical elements Monique has +4 turn resistance

Resistance (Ex): Cold and electricity resistance of 20.

Gaseous Form (Su): Monique can assume gaseous form, as the spell of the same name and remain in that state indefinitely. While in gaseous form Monique has a flight speed of 20' with perfect maneuverability and possesses damage reduction 20/+1. Assuming gaseous form is a standard action.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Alternate Form (Su): Monique can polymorph into the shape of a bat, dire bat, wolf or dire wolf as a standard action. She can remain in that form until the next sunrise.

Fast Healing (Ex): Monique heals 5 hit points per round as long as she has at least 1 hit point. If reduced to 0 hit points or lower she automatically assumes gaseous form and must reach her coffin in 2 hours or be destroyed.

Vampire Vulnerabilities: Like all vampires, Monique is repulsed by mirrors, running water, garlic, and holy symbols. She sustains damage from contact with holy water and may be turned by a cleric or paladin of sufficient power.

Spells Per Day: 0: 6; 1st: 8; 2nd: 6

Spells Known: **0-Level:** *arcane mark*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*; **1st-level:** *charm person*, *comprehend languages*, *magic missile*, *sleep*; **2nd-level:** *invisibility*, *mirror image*

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BLACK HEAVEN
LEGENDS



Monique De Noir

DARK HEAVEN LEGENDS

I've spent the last several months visiting a different world.

Say that to the average person and they are sure to give you a raised eyebrow, and likely to take a few steps back. So I don't tell many people. But I'm sharing it with you, well, primarily because my editor is forcing me. (Ow! Stop with the fire brands! I'm talking here, aren't I?)

I've been visiting Avalorr, the world of Dark Heaven Legends. More specifically, I've been traveling across Adon, which is pretty much the center of the known world of Avalorr. Hey, there's only so much you can see there in several months.

The world of Avalorr is not our world. And for that fact, I'm quite pleased. Sure, they are plenty of fantastic things that are as breath taking and awe-inspiring as anything you can dream of in our world - Tirithilia's regal white towers that reach deep into the blue sky above their sparkling cities, or the sight of the dwarven strongholds of Kragmarr and Thargall, carved into mountains by artisans unparalleled in their craft. But there are just as many things that I saw that I'm glad don't exist in our world. Like the savagery and cruelty of the Kargir orcs, that are day-by-day tearing apart the Kingdom of Anhur. And the rising darkness in the east—the Empire of Malvern - that may soon plunge all of eastern Adon into war.

Of course, just like our own world, not everything is black or white, good or evil in Adon. Just like our own world, the sins of pride and arrogance have nations and races at each other's throats; and simple stupidity and shortsightedness is depressingly common. But lest you think it a place a madmen and fools, there are plenty of wise folks there who may someday save their world. Including such luminaries as Prince Nicholas of Anhur, Quinn Rowan of the Gaelen Highlands, Sidrith the Swordsister and her Men of Oak, and Darius the Blue — head of the Council of Wizards. As long as there are people seeking to make Adon a better place, then I'd say the world is in good shape.

For the adventurous types—and I'm guessing you are, if you're still reading this— Adon is a land filled with mysteries and danger, the two things that make adventurous types grin from ear to ear. Well, besides ale and gold. There are places to explore, like the ruins of Qesallas and Karzabal. The Besiac Wastes, which might just hold the secrets to the fall of the Skoli.

Lawless places like the City States of Taltos. And, in general, more wild places than you can shake a broadsword at — at least, more than you could if you wanted to survive the experience.

The good news is that soon enough, I won't be alone traveling the world. In just a few months, Adon will be within your reach. And then, you'll get to see the sights, explore the world, meet the residents - and of course, make your own mark upon it.

And then people can look at you funny for talking about visiting another world.

A Preview of the DHL World Book
coming Spring 2003



Art by Wayne "The Man" Reynolds

DARK HEAVEN LEGENDS

Have a Drink On Me

By Damon Dorsey

Thirsty?

If you find yourself aground in Port Gangrel in the City States of Taltos (and you have the luxury of not being delivered there in chains), push your way past the fish merchants, avoid the swaggering Hakirian pirates, and make your way to the Copper Demon. It's the best tavern in Eastern Adon, and while you sit in the shadow of the leering pot-bellied statue that gives the place its name, you can order up an ale. I'd venture the local stuff is brewed in the belly of a dead pit dog by the smell, but depending on the luck of the pirates there's likely a good hi-jacked import to be had. Price doesn't matter of course. Your money's no good there, so splurge. The Proprietor likes adventurers like yourself. So you might end up paying for that drink, but not in any currency as clean as cash.

Ale not exactly your taste? Want something a little more cultured? Well, how about wine then.

If you can leave Taltos with your neck and your purse intact, you might find a well-deserved refreshment in the rolling valleys of Racheau. While the capital of Carais may be the center of progress and the budding science of engineering, in the Cressain valley the art of winemaking needs no improvement. Here even the lowliest Scratchberry ripens to blood red perfection and the Orpheum grape swells to a size and sweetness unparalleled elsewhere. The noblemen who run the vineyards are admittedly a tad eccentric and there's no arguing that their family trees are as straight and smooth as the legs of a Ritterlich Warmaiden. But the only thing they like

more than their cousins is seeing their enemies squirm. That's where you come in. After you finish that glass of 742 Dobrenai, they'll be sure to drop you a few coins to help them sabotage their neighbors harvest.



The Friendly Denizens of Adon's taverns extend a warm welcome...

Featured artwork by Mark Kidwell

Fine wine not . . . earthy enough for you? Or just tired of the same old vintage and want a jolt of something stronger?

Rumor has it that the Inquisition of Malvernais makes a heady brew. Of course, this one's for members only, but if you're willing to give yourself body and soul to their dark lord Khardullis, then you can belly up to this bar. After they force it down your gullet they'll have to lock you in a cell and wait for the screaming to stop. But once the initial buzz wears off you'll have something that most men live their whole lives without: a cause you're willing to die for.

None of those strike your fancy? Well not to worry, there are plenty of lands to visit and plenty to wet your whistle along the way. How about a swig of highlander's whiskey? Jalahandran mush-

room water? Elven silver ale? Now if anyone offers you Okuran Dragon Water or what the Kjordmen call Tomb Juice, you might do well to take a pass. They're regional favorites, but require a certain tolerance best acquired during childhood.

And those stories about the dwarves grinding the bones of their ancestors into their mead . . . well I can't say if that's true or not, but it does mean they get to keep most of it to themselves.



Combat Assault Vehicles

RULES OF ENGAGEMENT

The Reaper minions are hard at work preparing the next supplement for CAV (Combat Assault Vehicle)! Coming soon is the 96-page book of pure carnage and madness. Pre-made scenarios, campaign rules, systems for building mercenary units, negotiating contracts, and keeping your forces operational in the post-Galaxy War universe of the 2270s.

For the holidays, we figured we would give our faithful legions of fans a sneak peak at one of the scenarios **High Ground** that will be in the upcoming release. You'll want to be sure to check out www.cavhq.com for more news!

"Major Naarsvald, the troops are prepared to attack on your command."

The young Ritterlich Lieutenant's breath steamed in the cold morning air, she rested her long white canines on her lower lip. Each exhale was clearly visible as she caught her breath from the long climb up the slope.

The Kolditz mercenary company was hired to defend KDM facilities against possible pirate attack here on the Outer Ring of the Galaxy. The job was supposed to be easy... only an idiot would commit to operations against Kolditz. Nevertheless, pirates had snuck onto the planet and raided several of the smaller outlying resource gathering facilities. Kolditz immediately pursued and now the remnants of the Pirate force were hiding in the mountains that ringed the main city.

"Lieutenant, bring up the strike gunships from the rear. Inform them that unless they are here in precisely one-quarter of an hour they will have their pay docked for sloth. Inform the troops we strike the instant the gunships arrive. I want nothing alive on those hills in two hours. Go."

"Sir!" the Lieutenant set downhill, eager to get out of the cold and back into her Panther CAV and relay the message. Those pirates had picked the wrong planet to attack. She grinned a predator's smile, her white fangs gleaming in the morning light and began to hum and old Ritterlich war hymn. The life of a soldier is a good one.

Overview

A defending force occupies the high ground. The attackers have deployed to push them off and seize the Objective Hill.

Terrain Needed: At least one large section of Hill and two smaller sections of Hill. The large Hill should either be a Level 2 Hill or be stackable to create a Level 2 Hill. Other terrain pieces to populate the battleground can be of any type.

Table Setup: All B-Grid squares should be scattered with Level 1 Hills. One Hill in either Grid B2 or B3 must be a Level 2 Hill. After the initial Hills are placed roll for Random Terrain Placement as normal. Any further result of Hill in a B-Grid square creates a Level 2 (or possibly 3) Hill. The Defender will setup forces first. The above map is only a suggested layout, the key elements are the Objective Hills, all other terrain can be determined randomly.

Scenario Rules:

Time Limit—Players should agree on a length of play. The default is 2 hours or 8 Turns; whichever comes first.

Objective Hill—The tallest Hill in either Grid B2 or B3 is the Objective Hill. If there are multiple Hills of equal height, the Defender Chooses the Objective Hill from among the tall Hills.

Secondary Hills—Any Hill terrain feature in a B-Grid square that is not the Objective Hill is a Secondary Hill.

Victory Points

1. *Casualties Inflicted*—Cost of destroyed model as Victory Points.

2. *Possess Objective Hill*—30% of the Game Initial Battle Size as Victory Points.

Example: If the players bring 2000 points worth of models, the Objective Hill would be worth 600 points to the side that Possesses it.

3. *Possess Secondary Hills*—10% of the Game Initial Battle Size as Victory Points per Hill.

4. *Evacuate*—10% of model's cost as Victory Points per Non-Combat Viable model the Attacker retreats off the F1 through F4 table edge (or the Defender retreats off the A1 through A4 table edge). A Combat Viable model that retreats off the table edge is worth no Victory Points.

Defender Setup:

30% minimum in Center Sectors B2 & B3 (in a typical 3000 point game 30% is 900 points)

10% minimum in the Flank Sectors A1, B1, A4, B4

10% minimum in the Interior Sectors A2, A3 as Reserves

The Defender's remaining models may be deployed in the Flanks or Center as desired.

Attacker Setup:

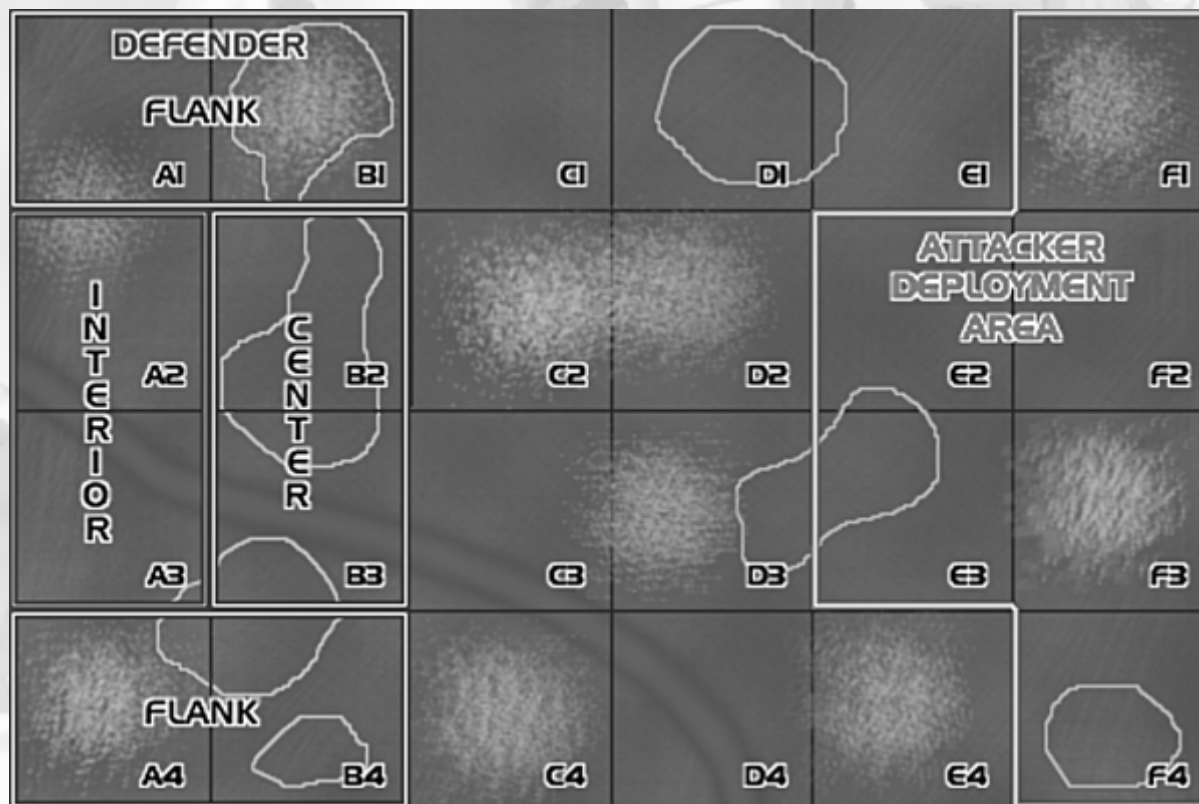
The attacker may set up all land-based models in Grid E2, E3, and all of F-Grid.

Air based models, and any Infantry that will begin play mounted in an airborne APC, set up on the F1-through-F4 table edge.

Terminology:

Combat Viable: Some scenarios require models to operate at a certain level of ability in order to achieve the Objective. A Combat Viable model is any model that has not yet sustained 50% damage. For example: a 5 Damage Track Dictator is no longer Combat Viable upon receiving its third point of Damage, a 2 Damage Track stand of Regular Infantry is no longer Combat Viable if it receives one point of damage.

Possess: Some scenarios will require a force to Possess an Objective. Possession means to have more points worth of Combat Viable models on, inside, or in base-contact to the Objective than an opponent.





Jason Wiebe

Brimstone, Tiki, and Big Scary Monsters



Casket Works # 10

ReaperMini.com / CavHq.com

Casket Works: Now 100% Ween-free for your reading pleasure.

Casket Works: First of all, how do you pronounce your name?

JAY-SUN... Oh, you mean my last name...WEE-BEE, I suppose

CW: How did you first get started sculpting in the gaming industry? *Reaper?*

I answered an ad in the Comic Buyers Guide. Kevin Siembieda was looking for a few sculptors to work on his Palladium line. I had only sculpted miniatures in wax (for silver casting) and in Super Sculpey (for D&D games) until that point. I sent in some crude milliput tryout pieces, and then the infamous Jeff Wilhelm told me all about green putty. The Wild Hunt was on...

I made some stuff for Palladium, Armada and Enigma (yikes) and then I tried to swear off sculpting for a couple of years in favor of carving fossil ivory and stone. But the siren song of the green putty was too strong, and I succumbed once again to its fickle charms and started in at Wizards of the Coast, with much inspiration and help from Chaz Elliot, the reclusive sculpting genius.

I was also holding a part time job at the local book and game store, and I couldn't keep from buying the Reaper miniatures. Soon, the love of putty sculpting combined with my admiration of the Reaper line. My desire to work for them started growing and festering like some demonic boil, and I knew I had to get in contact with that hellspawn, Hawkins. He was surprisingly pleasant and polite on the phone, smooth as oiled silk, but his demeanor was betrayed by the howling vortex of black fire and brimstone swirling up from Texas. Before I knew it, I was a Reaper man.

CW: What is your favorite model that you have sculpted?

I'm pretty happy with them all. I think the Ogre Mage turned out well, as did the Ettin. The gorillas, dragons, dwarves and giants have been on my favorites shelf for a while. But, usually, my most favorite and my most hated models are the ones I am currently working on (this week, it's the Fire Giant and the Cyclops). I believe its part of the infernal nature of sculpting to have that love/hate thing going as you try to match the sculpture to the pictures in your head.

CW: Do you sculpt from photos or sketches, or do you make things up as you go?

Well, I do both. If Ron sends me some art from the talented yet twisted Reaper artists, I'll give it a shot. But, it seems the best monsters come roaring out of my head, screaming to be sculpted, in response to a few well-chosen descriptive phrases that Ron or one of the Reaper minions might utter. It is almost as if they weave some sort of vile summoning incantation into their seemingly innocent remarks. And, yes, an occasional libation from the Wiebe Tiki Lounge doesn't hurt either.

CW: Do you have any formal training in art?

I took a few art classes in college, but I have always loved drawing and sculpting. As a matter of fact, I paid for a lot of my education through art. I guess I am mostly self-taught, with

some assistance from books and other artists.

CW: What types of hobbies do you enjoy (when you have the time)?

My hobbies tend to blur into sculpting or art, despite my best efforts otherwise. I like to make knives and primitive weapons, jewelry, walking sticks and carvings. I read when I can, and spend a lot of time hanging out with my daughters, Hannah and Olivia and my wife, Carolyn. As a family, we like to visit zoos, aquariums, museums, craft shows and the beaches of the Olympic Peninsula.

CW: What other artists do you admire?

I admire ALL of my cohorts at Reaper. I feel privileged to be counted among them, as I have admired them for years. As far as "fine" artists, I admire Rodin for his rugged and powerful forms, several of the Japanese netsuke masters for their ability to pack an entire story into one small carving, and Arthur Rackham for his quirky lines. Some of my current favorites are Simon Bisley, Glenn Fabrey, Luis Royo, Matt Wilson, Brian Froud and Mike McVey.

If possible, I try to get sketchbooks of various artist's work, rather than finished pieces, as I feel the rough qualities of sketches convey the energy of their ideas.

CW: What are some upcoming projects you are working on for Reaper?

Lets see... Fire Giant, Cyclops, a couple of Demons, anthromorphs, Undead Giant, Sea Giant, evil toad men...y'know, the usual parade of warty, toothy, scaly nasties.

A real buffet of Fun.

CW: What advice do you have for aspiring sculptors?

Have plenty of reference books, and a shelf of favorite and inspirational sculptures by other artists. Learn to SEE when you look at things. Anything can be useful in the realm of tools or reference, from wrestling magazines and toy animals to flattened straight pins and rubber erasers. Spend time watching animals in the wild or in zoos, and pay attention to the way people move. Don't give up and only give in if you absolutely have to.

CW: What's the last good book you read/What's the last good movie you saw?

Small Gods by Terry Pratchett. Been too busy to see any good movies lately, although I am anxious to see LOTR: The Two Towers. I watched Hollywood Ending and Patton back to back as I was sculpting the other day, but I am unsure about the experience.

CW: What's the weight of an African swallow?

About \$2.45 a pound at most meat counters in the Greater Spokane Metro Area.

Want to check out some of our fave Wiebe minis? Try 2479, 2486, and 2579. Yee-haw!



Jason in 1849, prospecting for miniatures

BABE WATCH

Oh yes, now it's time to be tempted with the lifted skirt and perfumed inner thigh of Babe Watch! This month, we're casting the part of miniature #2551 **Monique De Noir**, our favorite vampire chickie. I direct your attention to the bewitching beauties below...

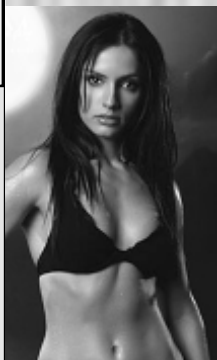
Laura Harring

Mexican-born Laura fits the part perfectly with those smoldering eyes. If you want to see more of Laura, go rent Mulholland Drive by David Lynch. *Aye caramba!* Talk about a touch of Sappho!



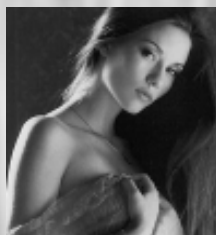
Leonor Varela

If you saw Blade II then you know who our second choice is. She played – you guessed it – a female vampire! (Switching to Wayne's World mode: If she were a Harrison Ford movie it would be called Blade Stunner. Shwing!) Sorry.

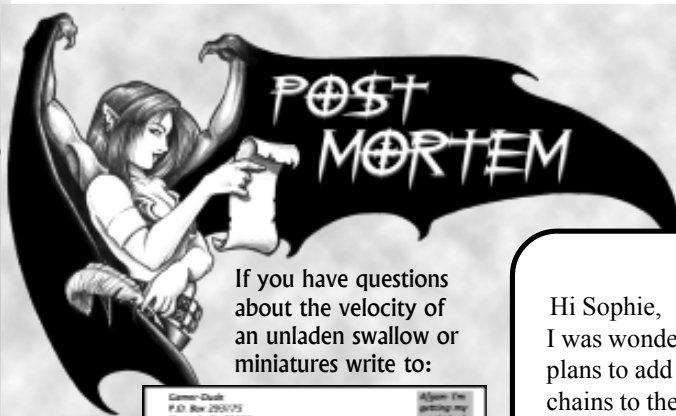


Chyler Leigh

Chyler is probably best known for her role as Janie in Not Just Another Teen Movie. Oh man, she can turn me into a werewolf anytime! Oh, wait, she's playing the part of a vampire. Whatever.



Coming up in the next installment of Babe Watch, we cast the parts of part #2313 Treasure Piles!



If you have questions about the velocity of an unladen swallow or miniatures write to:

Sophie c/o Reaper
P.O. Box 293175
Lewisville, TX 75029-3175

Monsters and chains and non-crappy rule books, Oh My! Sophie answers your burning questions about Life, the Universe, and everything Reaper. (42)

Hello Sophie,
I am a wargamer, but I don't have a current product list for Dark Heaven RPG. I have a Fall '01 issue only. Can you assist me in this matter?

I am dying to get into DHA RPG...I'm burnt out on the other crappy, "fad" RPG sh**!
I want DHA! Thank you for your time.
Greatest Reaper Fan, Blessed Be,
Isaac "Ironbolt" Valencia
Tennessee Colony, TX

Hi Isaac,
Well, you'll be happy to know the the Dark Heaven Legends world book is due out in the spring of '03. Really, this time we mean it! It'll have OGL statistics in it, but as always, you should change whatever you feel is necessary to fit your gaming group's desires. Anyhow, keep your eyes peeled...

xox
Sophie

Hi Sophie,
I was wondering if there are any plans to add any figs with spiked chains to the line. The only one I've found under any system is a "some assembly required" Chainmail elf. It's not a common weapon, but there's not exactly a glut in the market either. :) Just curious. Thanks.
Lindsay
From the Internet

Hi Lindsay,
Hmm, seems like we get bombarded at conventions with people requesting miniatures with spiked chains. Okay, okay, fine, we **hear** you already! Take a peek at the sketch for the upcoming mini Piotr Irongale, due out early 2003. What a stud! How's that for service?



Maybe you can pass my suggestions on to your brilliant designers or marketing folks? I've got more fighters, wizards, orcs, ogres, and undead than I know what to do with! I long for more varied monsters, classic old DnD stuff like otyughs, xorns, oozes, carrion crawlers. Or how bout a shambling mound that is shaped like a plant heap instead of a two-armed two-legged thing with leafy skin...Anything to get away from the same 'ol biped stuff. There's so many classic dungeon monsters I can't find anywhere. Would be great to see some new and varied of monsters in future releases! Thanks and keep up the great work!

Chris Bang, From the Internet

Hi Chris,
Brilliant designers and marketing folks? Are you sure you're talking about the right people? I kid, of course. Well maybe not. Anyways, if you'll take a look at the catalog section, you'll notice a veritable cornucopia of monster miniatures, and you'll continue to see more and more of them next year. Once again, how's that for service?

xox,
Sophie

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Death Stalks the Streets of the Old District!



Twenty years ago Farkeep was host to a rash of grisly murders and mysterious disappearances as young women were dragged from the city streets and their bodies drained of blood.

For over a decade, the murders continued unabated before they suddenly and inexplicably ceased.

Ten years later, it seems history is repeating itself, as women are once again disappearing.

A trail of clues leads the heroes into the heart of the Old District to the doorstep of the Wintrose Mansion. Rumor has it that the crumbling, worm-ridden edifice is haunted and that all manner of foulness still resides within.

Those who have ventured from the mansion have reported strange lights, ghostly sounds, and fearsome monsters, while others have failed to return altogether.

The heroes must brave the dangers of Wintrose Mansion in order to discover the fates of the missing women, defeat the fiend responsible and hopefully put an end to the Vicious Circle.

A Vicious Circle

Coming Soon from Reaper!

By Joseph C. Wolf

BATTLE BASES

The Whys and Hows of Mounting Your Figures

Occasionally, we miniatures enthusiasts like to mount our figures on bases, either for gaming or purely for looks. The Dark Heaven Legends line of minis comes with an integral base, meaning that the figure and the “broccoli base” are cast as one piece. While this is fine for some gamers and painters, others prefer the uniform look of square slotted bases. However, this requires those folks to grind or cut the base off of the piece before mounting it to a square base.

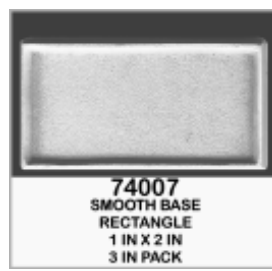
With Battle Bases, it's easy for anyone to mount their miniatures on square bases without spending the unnecessary time removing integral bases. Let us show you what we mean...

First of all, after choosing your miniature, test fit it into the Battle Base, trimming or filing the edges to get the necessary fit. Most Dark Heaven Legends character miniatures will fit into Battle Bases with little or no work at all.

Once you've made sure the figure fits inside the Battle Base, super glue it into place. After that, you'll need to fill in the gaps between the edge of the Battle Base and the edges of the integral base. Here at Reaper, we use a couple of different methods. The first is easiest; just fill the gaps with green stuff and texture it to match the texture of the broccoli base. The second method is a little more work, but still very effective. In a small container, mix two parts white glue to one part modeling flock and one part water. Stir this mixture into a paste and apply to the gaps (you can also apply this mixture over the integral base for a more uniform texture).

Viola! It's as easy as that. Now all you have to do is prime and paint the model. After that, flock or paint your base and you're done! I like the look of miniatures on square bases, complete with flock or static grass, and I also like the weight of the model once it's attached to the metal Battle Base rather than the plastic bases.

All in all, it's just a matter of preference in what you like: integral bases, plastic slotted bases, metal slotted bases or Battle Bases. The bottom line is to just have fun!



\$3.99/CW 4

Chris Bledsoe: Gone But Not Forgotten

Late this summer, Chris Bledsoe passed away after a long battle with cancer. While many of you may have never heard of Chris, he had a huge influence on the world of games and miniatures, working with ZN Games, Heartbreaker, Ral Partha and its sister company FASA.



A good man went to rest today.

I didn't know him long, but I knew him well. He was an original, pretty much going his own way, yet people flocked to him all the more for it. Fiercely independent, proudly deviant, he flaunted what he was and lived how he wanted. Sometimes he paid the price, many times; he won the rewards, but always his own way.

Like all such men, he made some enemies along the way. But the friends made were far more lasting.

Gamer, creator, biker, fighter, head-banger, fan-boy, junk collector, horn-dog, husband, and friend.

He put a lot of living into the years he had. The last few were tough, but he was tougher. Despite the pain, through the weakness, he continued to live the life he loved. Founding a company, creating a game, finding a soul mate, and marrying her.

Like the movie line he told me at Vegas last spring... "Blessed father, I pray only that you let me live these last moments well." He did.

I'll miss you brother, as will a lot of us.

Valhalla had better be ready for a good shake-up. They have no idea who's heading their way.

Set up a round for us man, and start the party. You won't be forgotten down here...

Mike Noe and the Iron Wind Metals Crew

I would like to remember Chris for his good humor and bravery. I knew him from working for Ral Partha. I would phone him from England to talk over work projects and after a while I found out he was undergoing the tortures of cancer treatment.

Each time I phoned I would always ask how the treatment was going, and to my amazement he would always be cheerful and optimistic inspite of how tough things were for him. He will be missed by myself and many other people in the wargames industry.

—Bob Olley, Sculptor

The adventure game industry and in particular the miniatures industry suffered a great loss this year with the passing of Chris Bledsoe. His endearing, infectious personality touched everyone he met. He was an inspiration to anyone who took the time to know him and his loss will be pointedly felt by everyone in the miniatures industry. His list of accomplishments is long and filled with highpoints few of us will ever know. I will always remember him as a unique individual who had seen the elephant, knew what it meant to truly create and most importantly, a man that passionately pursued his dreams.

Ed Pugh, Reaper Miniatures

Hi, I'm Tim Prow. Chris Bledsoe was not only a work colleague, but one of a very few I could call a best friend. We first met when he came over to the UK visiting the sculptors who worked with him for Bob Watts at Heartbreaker. That first meeting was very special; we bonded immediately and have been great friends ever since. Many beers have been slain since then :) During the 90's we kept in touch, even after he left Heartbreaker. By 1999 I had moved on to Ral Partha, and freelanced for them from the UK full time. I was glad to see Chris was in charge there and my work went from strength to strength. 2000 came round and saw my divorce destroy me, during this time he

was a tower of strength. I took up his offer to visit the US and to see if I'd like to work full time for Ral Partha. I took up the offer and never looked back.

I'll cherish the times and memories I had with Chris, and will always remember how full of life he was. I doubt I've ever met anyone quite like him, and doubt I ever will. May the blessings of Valhalla go with you Chris.

— Tim Prow, Wizkid Sculptor



Chris at a recent Origins.

Chris Bledsoe. For whom the saying Carpe Diem, meant not just seizing the day but knocking it to the ground, wringing every last drop out of its corpse and then eating its heart. A Warrior in life and in death, he was an inspiration to everyone that met him. You are sorely missed Brother.

Chaz Elliott

Score Entertainment, VP & Managing Director